Name:

Portrait

Experience:

Class(es) and Level(s)

Faith

Alignment

Size

Age

Height

Hair

Weight

Eyes

Gender

Skin

Backstory Notes

Personality Traits

Ideals

Flaws

Bonds

Proficiency Bonus

Perception (Passive)

Investigation (Passive)

Insight (Passive)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma

Skills

- Acrobatics (Dex) ____
- Animal Handling (Wis) ____
- Arcana (Int) ____
- Athletics (Str) ____
- Deception (Cha) ____
- History (Int) ____
- Insight (Wis) ____
- Intimidation (Cha) ____
- Investigation (Int) ____
- Medicine (Wis) ____
- Nature (Int) ____
- Perception (Wis) ____
- Performance (Cha) ____
- Persuasion (Cha) ____
- Religion (Int) ____
- Sleight of Hand (Dex) ____
- Stealth (Dex) ____
- Survival (Wis) ____

Proficiencies, Tools, and Languages

- ○ Light Armor
- ○ Medium Armor
- ○ Heavy Armor
- ○ Shields
- ○ Simple Weapons
- ○ Martial Weapons

Features

Speed

Initiative

Hit Dice

AC

Death Saves

Success:

Failure:

Saving Throws

Strength ___ ○

Dexterity ___ ○

Constitution ___ ○

Intelligence ___ ○

Wisdom ___ ○

Charisma ___ ○

Current Hit Points

Maximum

Temporary

Inspiration

Common Attacks, Spells, and Abilities

Features

Resources

Spell Slots

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
☐	☐	☐	☐	☐	☐	☐	☐	☐
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○		
○	○	○	○	○				
○								

Spell Attack

Spell Save

Inventory and Equipment

Copper

Silver

Electrum

Gold

Platinum

Additional Notes

Level	Spell Name	Notes
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Description

Location

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Quest Hooks

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People and Creatures

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